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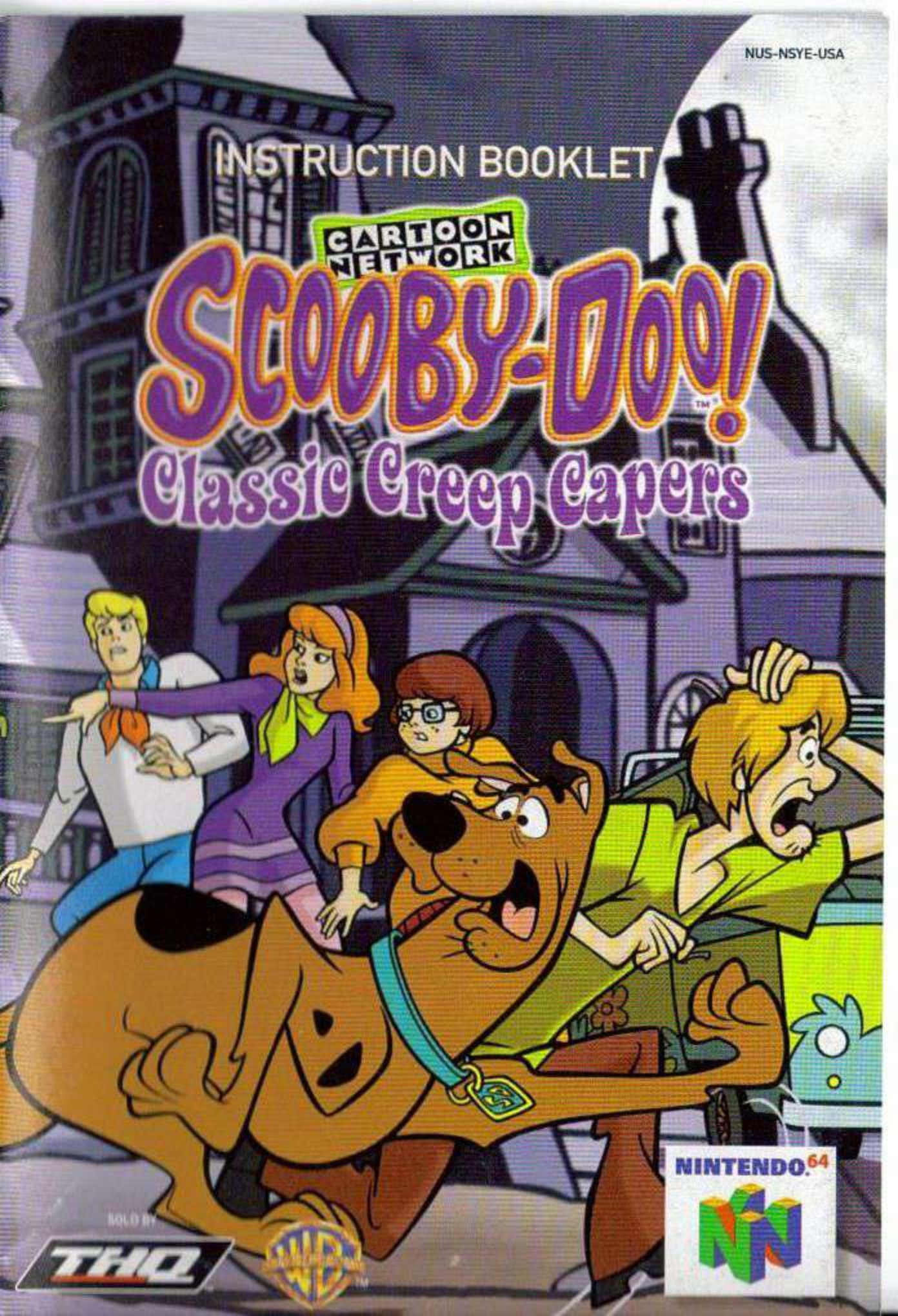
INSTRUCTION BOOKLET

CARTOON NETWORK

SCOOBY-DOO!™

Classic Creep Capers



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NINTENDO.64

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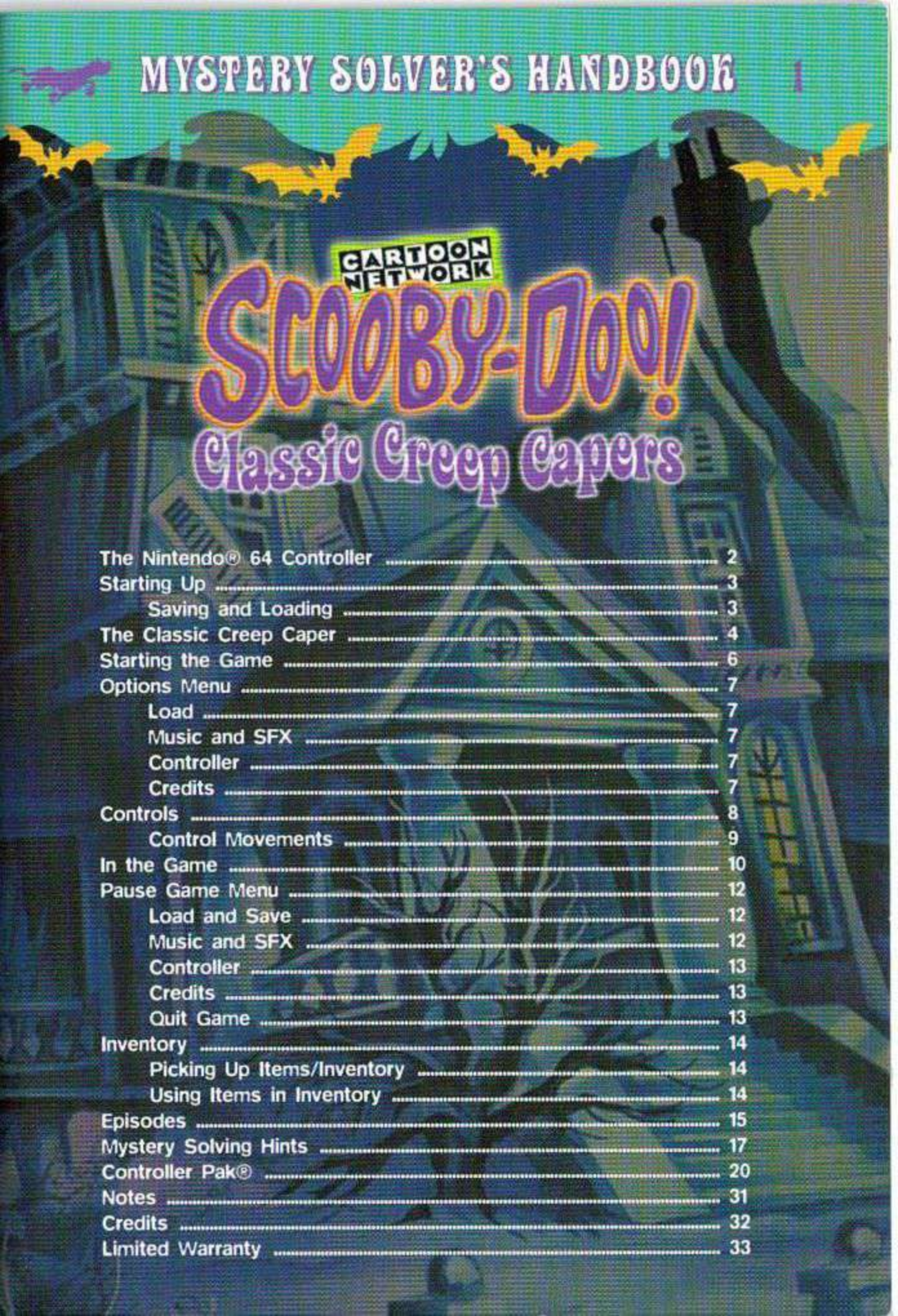


The Nintendo® 64 Controller 2
Starting Up 3
- Saving and Loading 3

The Classic Creep Caper 4
Starting the Game 6
Options Menu 7
- Load 7
- Music and SFX 7
- Controller 7
- Credits 7

Controls 8
- Control Movements 9

In the Game 10
Pause Game Menu 12
- Load and Save 12
- Music and SFX 12
- Controller 13
- Credits 13
- Quit Game 13

Inventory 14
- Picking Up Items/Inventory 14
- Using Items in Inventory 14

Episodes 15
Mystery Solving Hints 17
Controller Pak® 20
Notes 31
Credits 32
Limited Warranty 33

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and directions of its movement. This allows precision control that is not possible using the conventional +Control Pad.

When turning the Control Deck Power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the top picture, left) when the power is turned on, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the bottom picture, left), then press START while holding down the L and R Buttons.

The Control Stick is a precision instrument; make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair CenterSM.

HOLDING THE NINTENDO 64 CONTROLLER

We recommend that you use the hand positions shown at right. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B and C Buttons. Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of your controller.

Warning: Never insert or remove a Game Pak® when the power is on!

1. Make sure the power is OFF on your N64®.

2. Insert the Game Pak into the slot on your N64. Press firmly to lock the Game Pak into place.

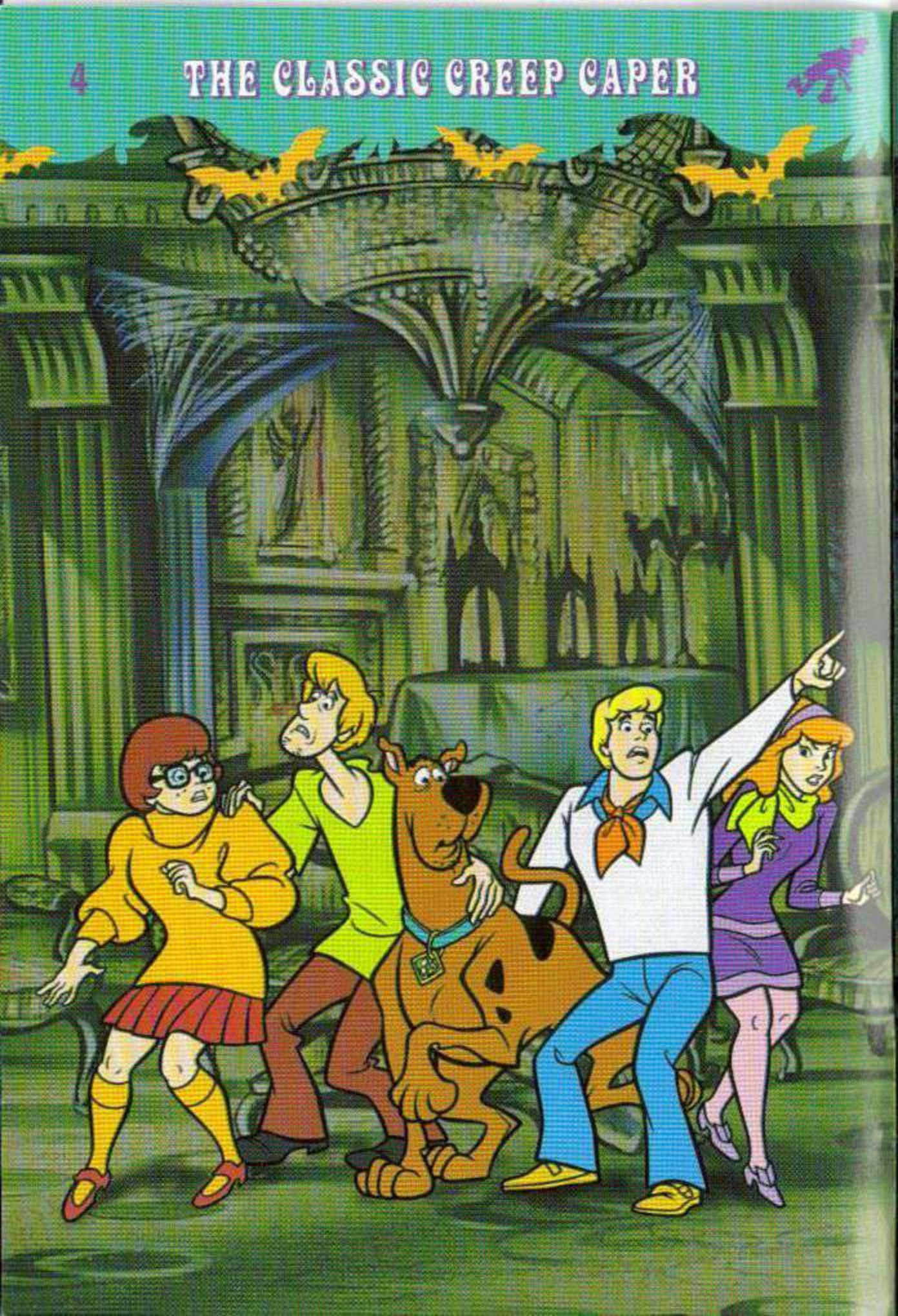
3. Confirm that a controller is connected. SCOOBY-DOO N64 is a one player game. Please connect the controller to Controller Socket 1.

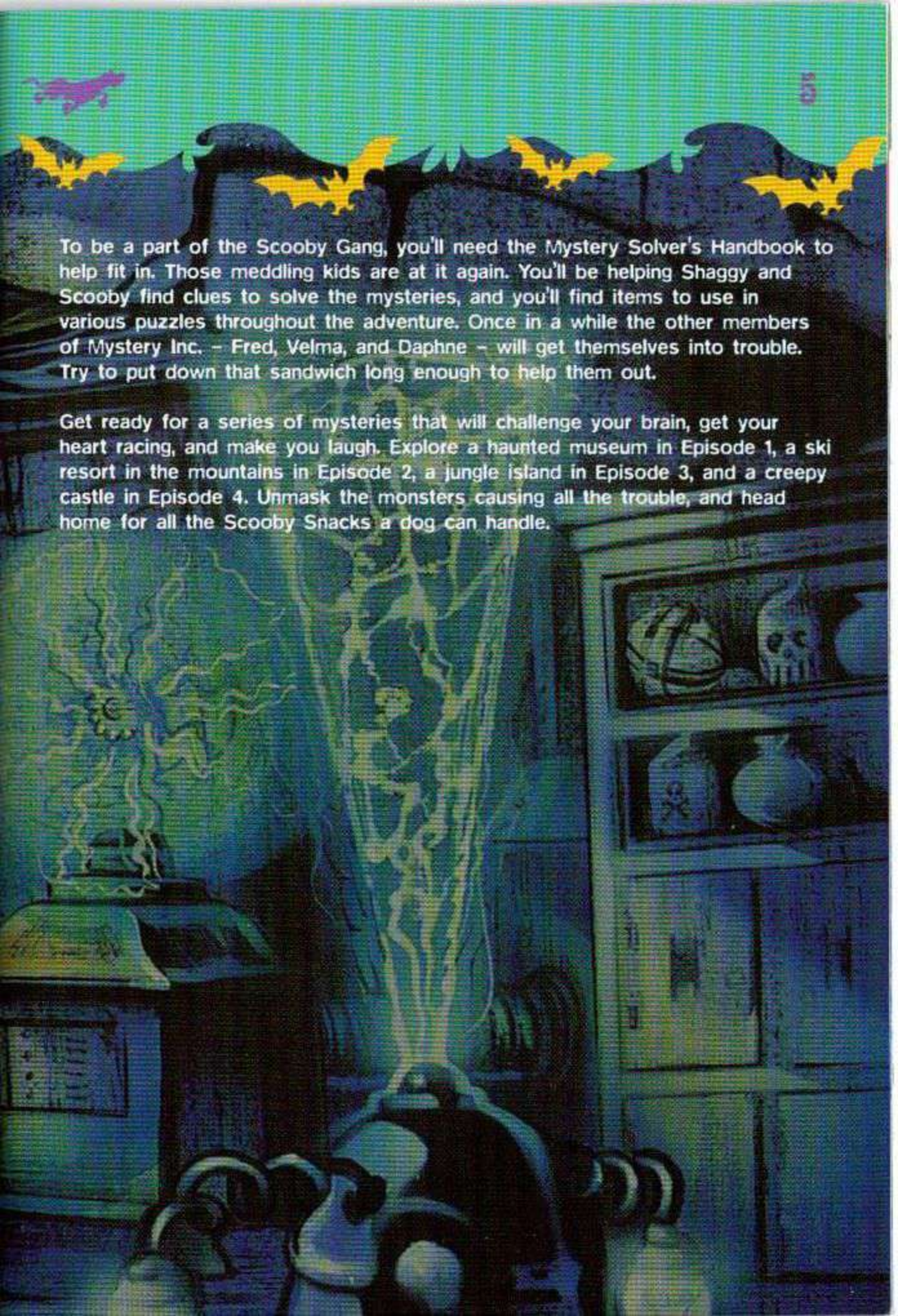
4. Turn the POWER switch ON. (Do not touch the Control Stick while powering-on.) Game data is loaded automatically when a Controller Pak® is connected to the 1P Controller.

5. At the Title screen, press START when prompted to begin the game.
Note: To save games, insert the N64 Controller Pak into the controller before starting play.

SAVING AND LOADING

While saving onto your Game Pak, do not turn off your Nintendo 64, remove the Game Pak or disconnect the controller. To play a previously saved game, insert the SCOOBY-DOO N64 Game Pak into your Nintendo 64 and choose LOAD from the Options Menu.





To be a part of the Scooby Gang, you'll need the Mystery Solver's Handbook to help fit in. Those meddling kids are at it again. You'll be helping Shaggy and Scooby find clues to solve the mysteries, and you'll find items to use in various puzzles throughout the adventure. Once in a while the other members of Mystery Inc. – Fred, Velma, and Daphne – will get themselves into trouble. Try to put down that sandwich long enough to help them out.

Get ready for a series of mysteries that will challenge your brain, get your heart racing, and make you laugh. Explore a haunted museum in Episode 1, a ski resort in the mountains in Episode 2, a jungle island in Episode 3, and a creepy castle in Episode 4. Unmask the monsters causing all the trouble, and head home for all the Scooby Snacks a dog can handle.

STARTING THE GAME

To select between NEW GAME and OPTIONS on the screen, use the Control Pad or Control Stick ↑/↓.

- Select NEW GAME and press the A Button to start from the beginning, at Episode 1.

- If you want to change the Options before you start playing, select OPTIONS on the screen and press the A Button. See the next page for descriptions of the options and how to change them.

After you've completed Episode 1 successfully, a screen will appear showing the Mystery Machine driving away (and a clue to what caused this mystery). You will then be able to start Episode 2.

OPTIONS MENU

To select options, press the Control Stick or Control Pad ↑/↓ to highlight your selection. Then press the A Button to confirm, or the B Button to cancel and return to the previous menu.

LOAD

On the Load screen, select a game to load. (In order to load, you must have a previously saved game or games on your Controller Pak. See page 12 for more information.)

MUSIC AND SFX

Adjust the volume of the music or the sound effects. On the Music and SFX screen, move the skull on the bones by pressing the Control Stick or Control Pad ←/→. Fewer bones (down to 1 bone) mean low volume, more bones (up to 10 bones) mean maximum volume.

CONTROLLER

To choose between the different controller configurations (the way you control Shaggy's movement), press the Control Stick or Control Pad ←/→. See page 9 for a complete description of the two different control styles.

CREDITS

View a list of people who created the game.

CONTROLS

You won't have as much trouble controlling Shaggy and Scooby as the rest of the Scooby Gang does. Here's how:

BUTTON	ACTION
Control Pad/Control Stick	Move Shaggy (see page 9)
A Button	Pick Up Item
	Use Item
	Select Inventory
B Button	Cancel Action
R Button	View Inventory
Z Button	View Inventory
START	Pause Game

CONTROL MOVEMENTS

There are two different ways to control Shaggy's movement. The game starts with Control Configuration 1 selected. The only thing that changes between the two Control Configurations is the movement of Shaggy.

Note: Experimenting with each movement is the best way to learn how to use it.

MOVEMENT A

Movement of Shaggy is based on the original camera view used when first pressing a Control Stick direction. When moving to a new camera view, Shaggy's movement will still be based on the original camera view. Releasing the Control Stick to the neutral center position resets the movement of Shaggy to the current camera view.

MOVEMENT B

Pressing ↑ on the Control Stick or Control Pad will move Shaggy forward regardless of the current camera view. Pressing ← or → will turn Shaggy left or right respectively. Pressing ↓ will make Shaggy walk backwards in both of the camera views.

IN THE GAME

In the game you will have to keep track of Shaggy and Scooby's courage level. If you let the creepy crawlies and ghouls get too close, they will reduce Shaggy and Scooby's courage. The picture of Shaggy in the upper left corner will change expressions depending on his courage level. There is also a health bar underneath the picture of Shaggy that shows how close to running out of courage he is. The more scared Shaggy looks...the more scared he is.

When Shaggy and Scooby run out of courage, your game will restart at the last checkpoint in the level. Keep in mind, if you haven't completed the tasks in that area, you'll have to start over. There's no limit to the number of times you can run out of courage.

To increase your courage, look for food – especially Scooby Snacks. All you have to do is walk over Scooby Snacks to pick them up. But courage can't be stored, so don't grab snacks unless you really need courage.

Hint: Look for the kitchen in each level. This is the perfect place to build a Shaggy sandwich and regain full courage.

PAUSE GAME MENU

To pause the game and view this menu, press START. To return to the game, press START again.

LOAD AND SAVE

Select the LOAD GAME option by pressing the A Button. Press the Control Pad or Control Stick ↑/↓ to select the game to load. Press the A Button to confirm or the B Button to cancel and return to the Pause Game menu.

MUSIC AND SFX

Choose between MUSIC and SFX by pressing the Control Pad or Control Stick ↑/↓. To adjust the volume, move the skull on the bones by pressing the Control Pad or Control Stick ←/→. Fewer bones (down to 1) mean low volume, more bones (up to 10) mean maximum volume. Press the B Button to return to the previous menu.

CONTROLLER

To choose between the different controller configurations (the way you control Shaggy's movement), press the Control Pad or Control Stick ←/→. See page 9 for a complete description of the two different control styles.

CREDITS

View a list of people who created the game.

QUIT GAME

Select this option only when you'd like to leave the game. By pressing the A Button, you will exit the game without saving and will return to the Main Menu.

INVENTORY

PICKING UP ITEMS/INVENTORY

To pick up an item, walk up to it and press the A Button. The item will then be placed into your inventory for use later. To cancel the action, press the B Button.

USING ITEMS IN INVENTORY

Press the R or Z Button at any time to view the Inventory Menu. Press the Control Pad or Control Stick ←/→ to highlight an item, then press the A Button to select it. If the item is useable, it will appear in the upper right corner of the Inventory Menu as a smaller icon. Press the R or Z Button again to return to the game.

To use the item in the game, approach an object (or whatever you'd like to use the item on), and press the A Button. To cancel the action, press the B Button.

Note: Don't forget to give items to Fred. He'll keep track of clues and trap pieces until you solve the mystery.

WHAT A NIGHT FOR A KNIGHT

Shaggy and Scooby stumble upon the first mystery while walking home from a movie. With the help of the Mystery Inc. gang, they head to a spooky museum full of surprises and a strange suit of armor that has a life of its own.

THAT'S SNOW GHOST

Scooby and the gang head off for a fun weekend of skiing at the Wolf's End Lodge. What lies ahead is a terrifying Snow Ghost and a suspicious cast of characters who turn their ski adventure into a vacation full of chills.

A TIKI SCARE IS NO FAIR

The Mystery Inc. gang heads to a tropical paradise for some well deserved rest and relaxation. What the travel agent didn't tell them is that a ghoulish Witch Doctor is terrorizing the island – and chasing the tourists away.

THE CASE OF THE CLASSIC CREEPS

The string of seemingly unrelated mysteries finally leads the gang to their ultimate foe. As each plan is foiled by Scooby and the gang, he plots his revenge. Now the gang has been kidnapped! It's up to Shaggy and Scooby to find them in a creepy old castle and solve the mystery of R. Necros for good.

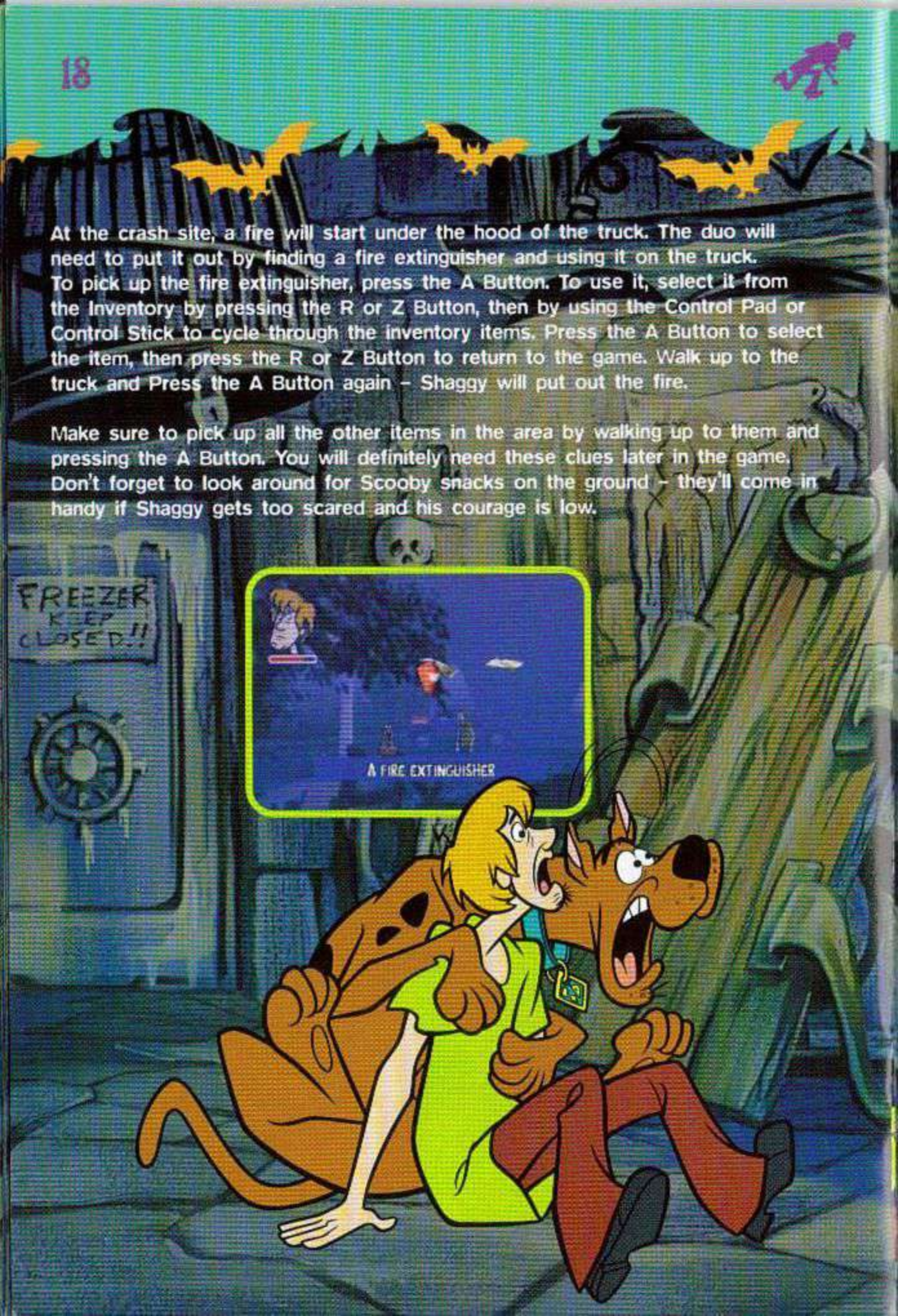
In the first Episode, you will really learn how to move Shaggy and how to pick-up and use items. The hints below should get you started with the basic controls, and give you an idea of how to use the items you find. Once you've played through this section you should be a much better mystery solver.

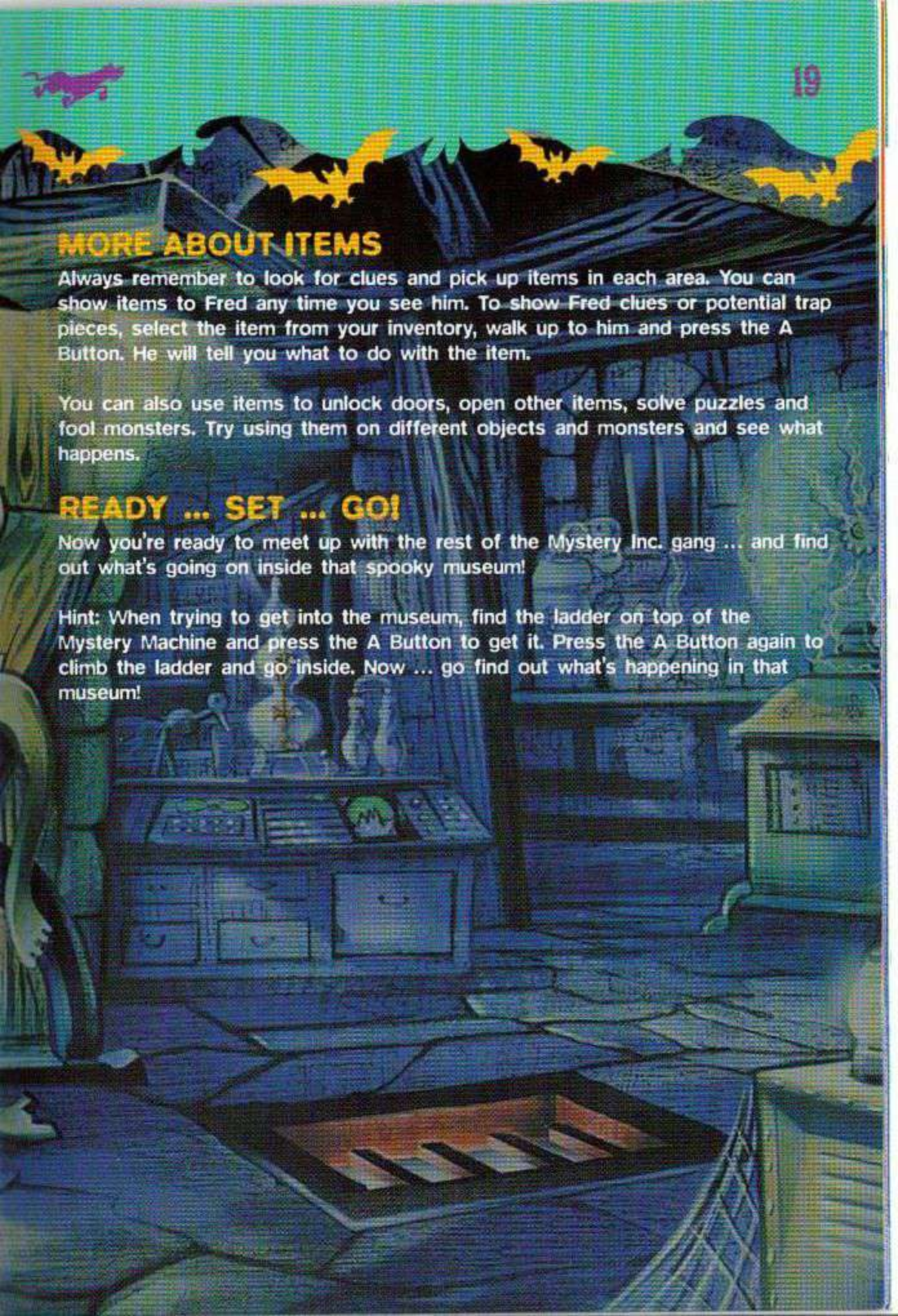
EPISODE 1

When you first start the game, Scooby and Shaggy are on their way down a dark creepy street after seeing a scary movie. They hear a crash in the distance and run off to see what it is – a delivery truck wrecked on the side of the road. Along the way they'll need to avoid flying bats – these will take away Shaggy and Scooby's courage.

At the crash site, a fire will start under the hood of the truck. The duo will need to put it out by finding a fire extinguisher and using it on the truck. To pick up the fire extinguisher, press the A Button. To use it, select it from the Inventory by pressing the R or Z Button, then by using the Control Pad or Control Stick to cycle through the inventory items. Press the A Button to select the item, then press the R or Z Button to return to the game. Walk up to the truck and Press the A Button again – Shaggy will put out the fire.

Make sure to pick up all the other items in the area by walking up to them and pressing the A Button. You will definitely need these clues later in the game. Don't forget to look around for Scooby snacks on the ground – they'll come in handy if Shaggy gets too scared and his courage is low.





MORE ABOUT ITEMS

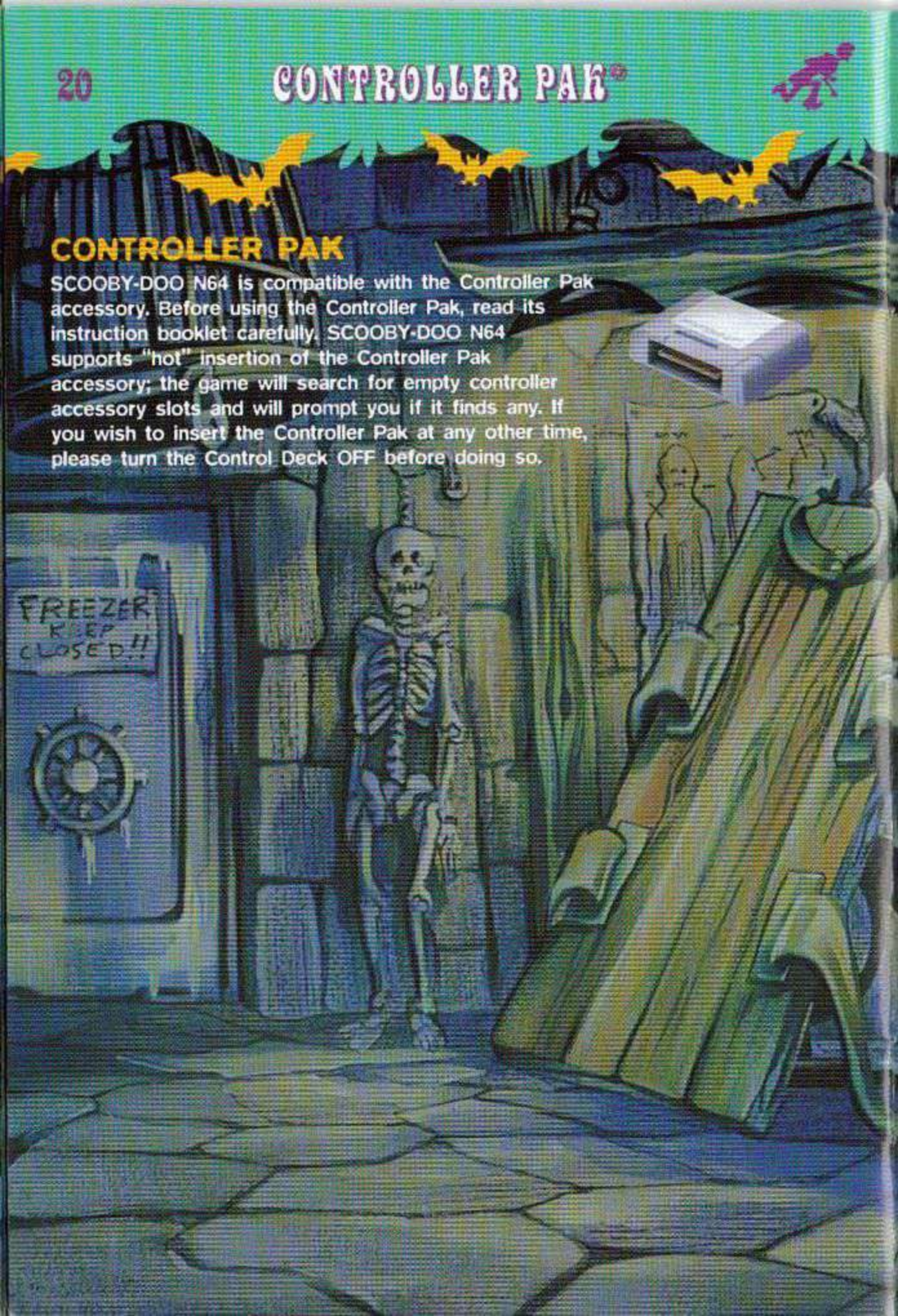
Always remember to look for clues and pick up items in each area. You can show items to Fred any time you see him. To show Fred clues or potential trap pieces, select the item from your inventory, walk up to him and press the A Button. He will tell you what to do with the item.

You can also use items to unlock doors, open other items, solve puzzles and fool monsters. Try using them on different objects and monsters and see what happens.

READY ... SET ... GO!

Now you're ready to meet up with the rest of the Mystery Inc. gang ... and find out what's going on inside that spooky museum!

Hint: When trying to get into the museum, find the ladder on top of the Mystery Machine and press the A Button to get it. Press the A Button again to climb the ladder and go inside. Now ... go find out what's happening in that museum!



CONTROLLER PAK

SCOOBY-DOO N64 is compatible with the Controller Pak accessory. Before using the Controller Pak, read its instruction booklet carefully. SCOOBY-DOO N64 supports "hot" insertion of the Controller Pak accessory; the game will search for empty controller accessory slots and will prompt you if it finds any. If you wish to insert the Controller Pak at any other time, please turn the Control Deck OFF before doing so.

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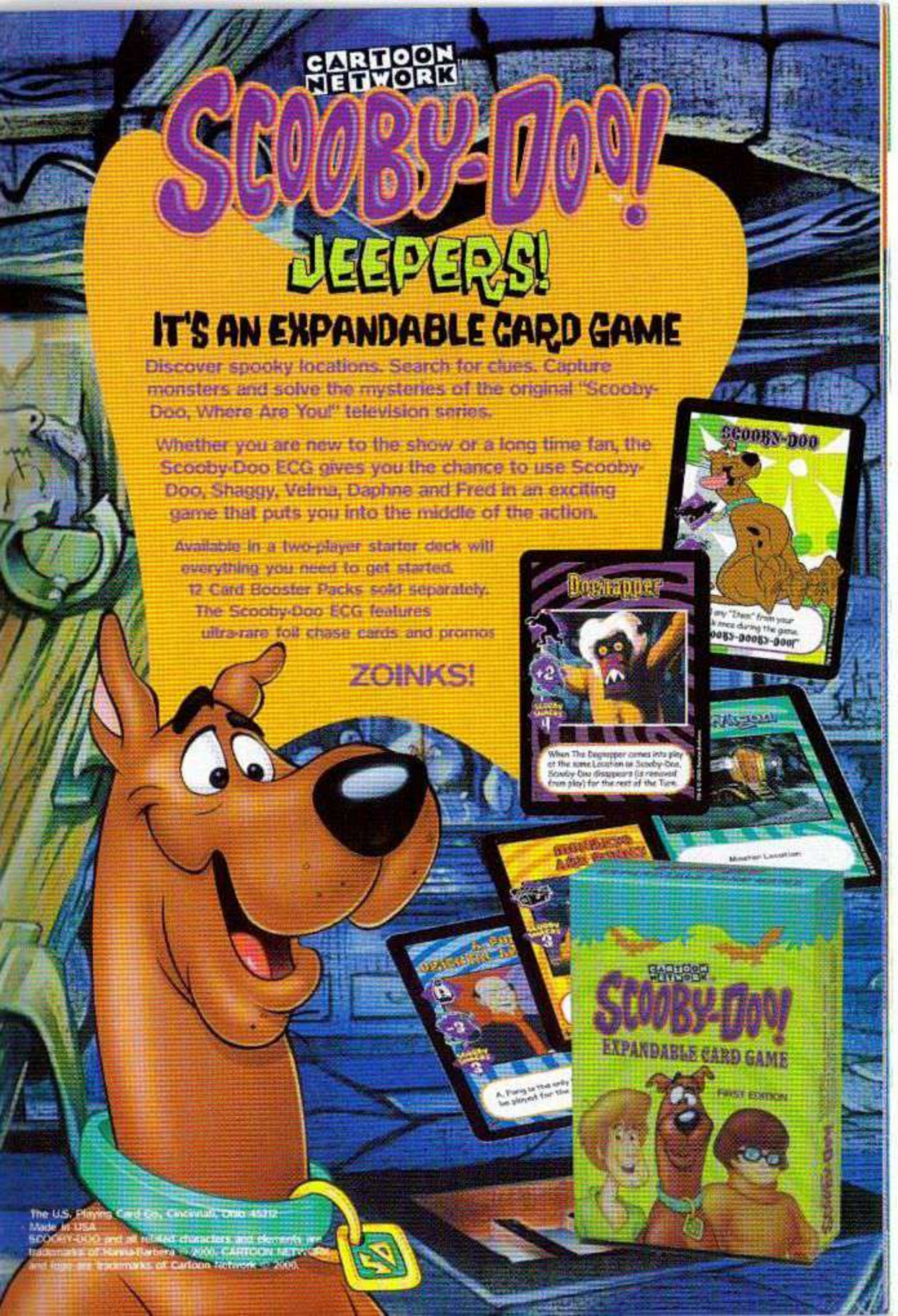
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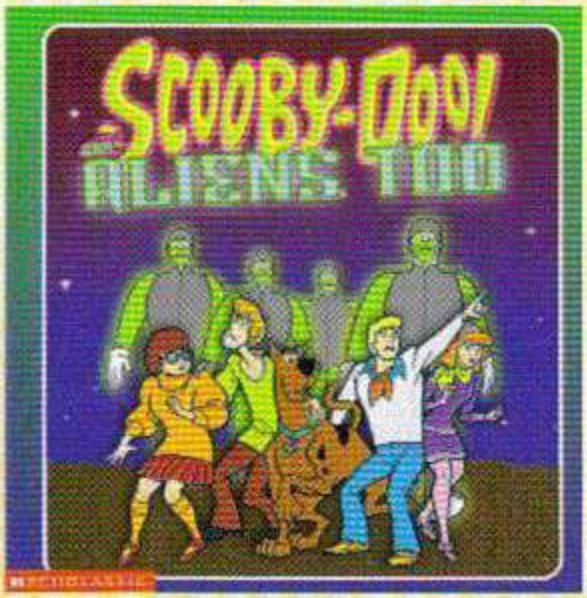

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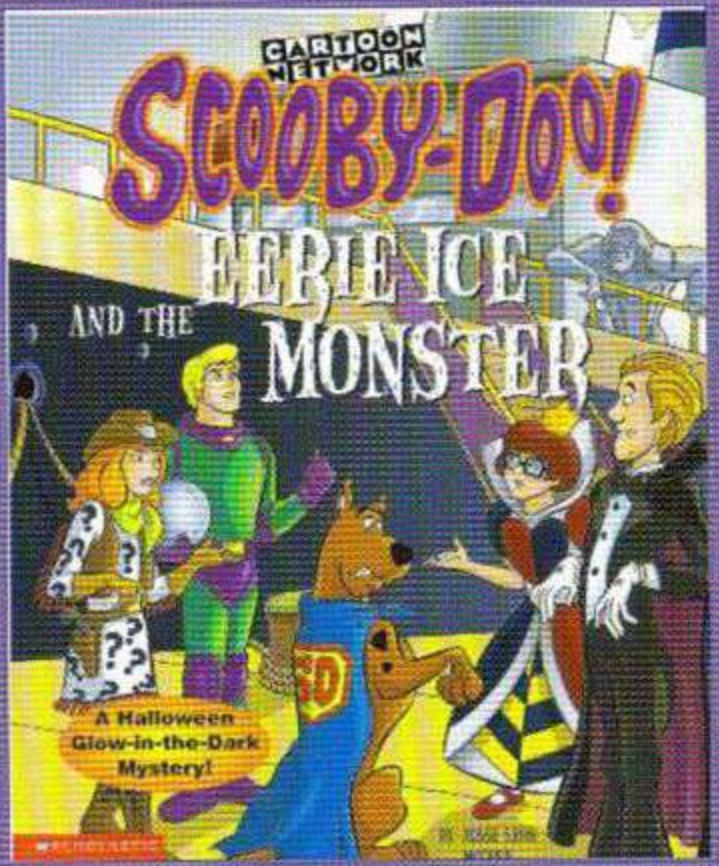

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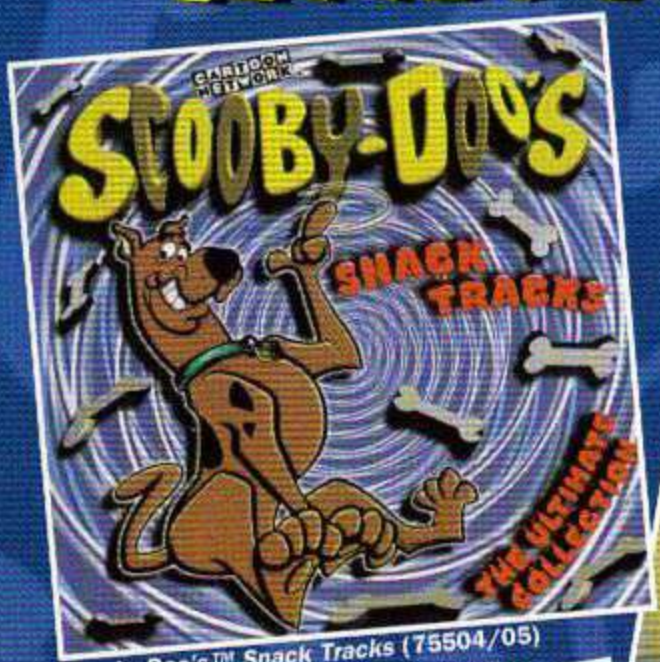

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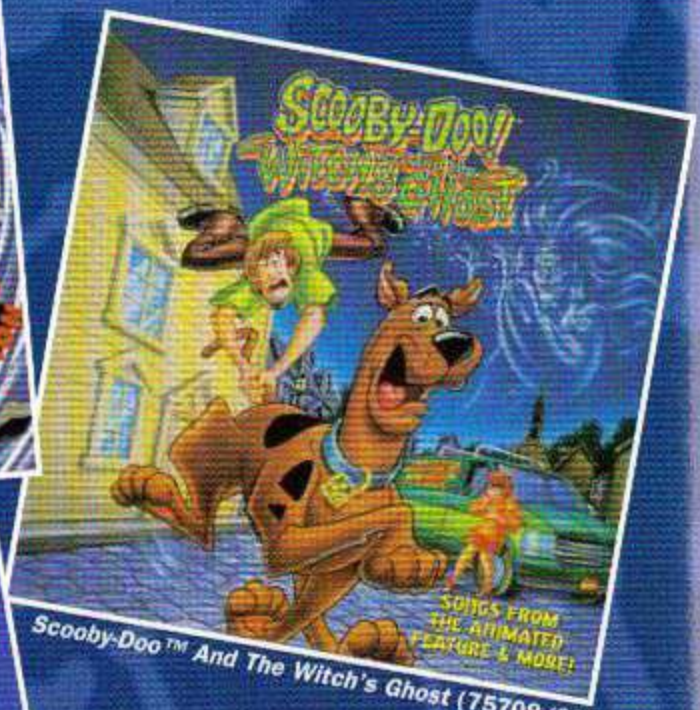

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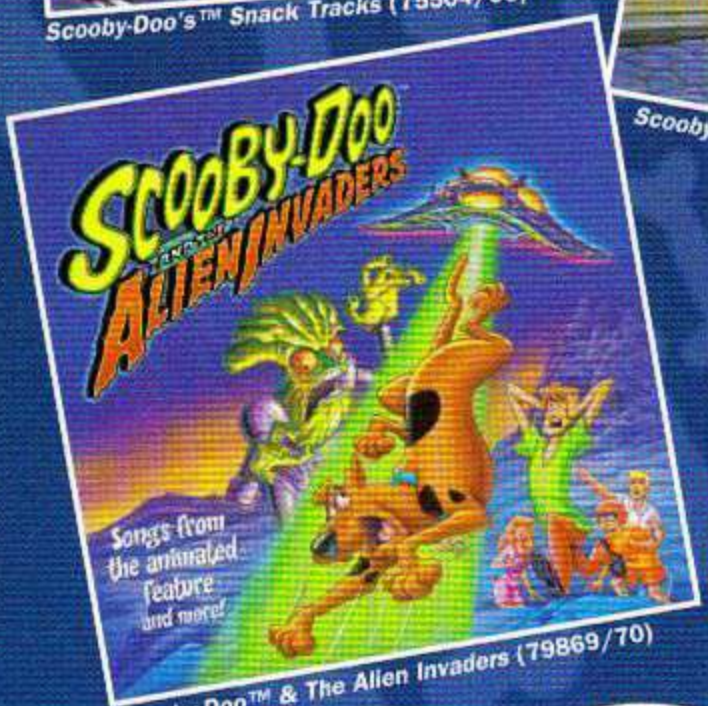

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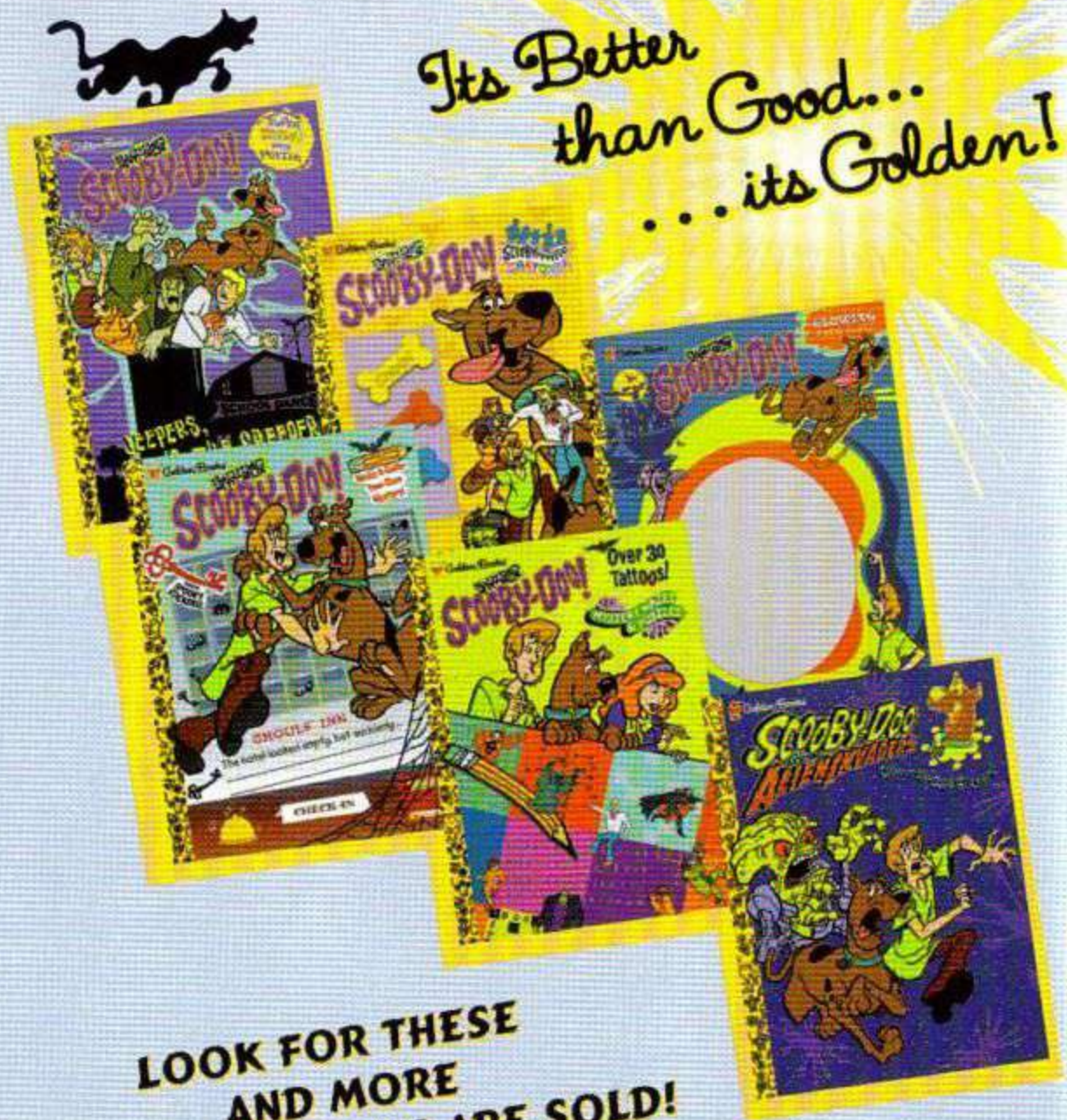

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WARRANTY

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the THQ Inc. ("THQ") Customer Service Department at (818) 880-0456 or on the web at http://www.thq.com before returning the Product to a retailer. Live Customer Service Representatives are available to help you Monday through Friday 9am to 5pm PST or you can use our automated systems by phone or on the web 24 hours a day, 7 days a week. Please do not send any Product to THQ without contacting us first. Your 5-digit **Product Code** is **30117**. Please use this code to identify your Product when contacting us.

LIMITED WARRANTY

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service, Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Rd., Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Nintendo or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

REPAIRS AFTER EXPIRATION OF WARRANTY

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$35.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

WARRANTY LIMITATIONS

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